

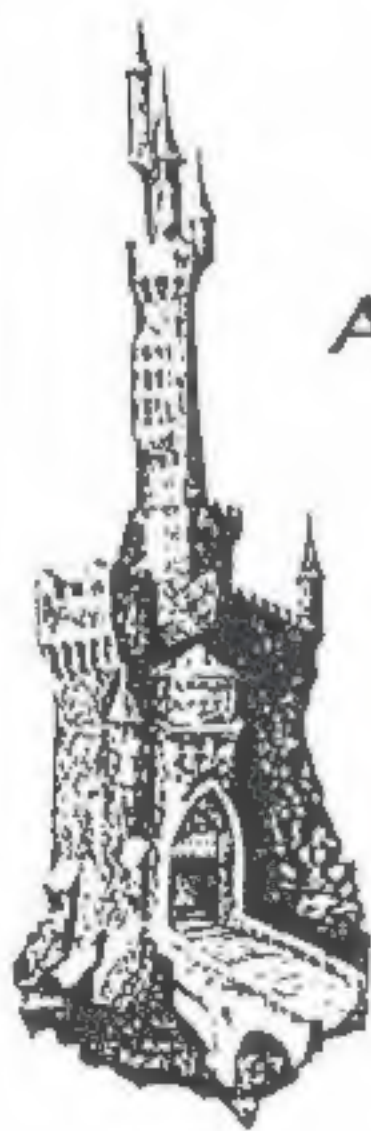
GAMES WORKSHOP



CITADEL MINIATURES

AUTUMN 1985 CATALOG

(U.S. EDITION)



GAMES WORKSHOP (U.S.)
9110 F Red Branch Road
Columbia, MD 21045 (301) 964-0262



All figures pictured in this catalog are smaller than actual size.

Apocalypse



APOCALYPSE

A strategic board game of pure skill in which 2, 3, or 4 players compete for control of Europe. The game mechanics are ingenious, but considerable skill and subtlety are required to win despite the vast armies and devastating nuclear missiles. The game is already acknowledged as a classic abstract wargame.

STOCK#
1001

\$15.00

DOCTOR WHO

In this exciting board game, two to six players, as different incarnations of TV's famous Doctor, race from planet to planet, collecting weapons, allies and strange items while trying to evade each other and battling such deadly enemies as Cybermen and Daleks. You need skill and luck to be first to collect the Key of Chronos and return in triumph to Gallifrey.

STOCK#
1002

\$16.00



VALLEY OF THE FOUR WINDS

This sword and sorcery introductory wargame for 2 players involves a heroic quest and a climactic battle between the forces of Good and Evil. The components in the full-colour box include a full-colour mounted map-board, 140 illustrated die-cut counters, and the complete Valley of the Four Winds story, which was first published in White Dwarf magazine.

STOCK#
1003

\$16.00



WARLOCK

The game of dueling wizards. A card game for 2 to 6 players who cast spells and counter-spells at each other while duking it out to the death in an arena of landing stones. The full-colour box contains all that you need to play, including a full-colour, mounted board and 128 beautifully illustrated cards.

STOCK#
1004

\$15.00



JUDGE DREDD

Based on the exploits of the comic-book hero of the same name, Judge Dredd is a board game in which 2 to 6 players try to stamp out crime in 22nd century Mega-City One by racing to the scenes of crimes to battle with the perpetrators. The game is fast-moving and fun; the presentation captures the flavour of the original comic strip; the full-colour box and board are illustrated in comic style by the original Judge Dredd artists, as are the Crime, Perp and Action cards, and the criminological guide to Mega-City One.

STOCK#
1005

\$16.00

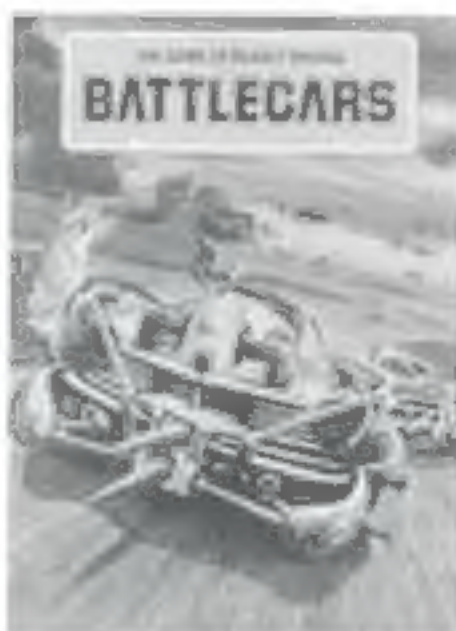


BATTLECARS

The board game of deadly driving in which 2 to 6 players drive armoured, weapon-bristling cars around futuristic city streets, each attempting to destroy their opponents' vehicles while keeping their own on the road.

STOCK#
1006

\$18.00



BATTLEBIKES

The first supplement for the very popular Battlecars, additional rules bring two-wheeled vehicles into play.

STOCK#
1009

\$13.00



TALISMAN

In this introductory fantasy game, 2 to 6 players embark on a magical quest for the Talisman which will enable them to assume the Crown of Command and rule the land. They must roam a dangerous world, fighting monsters and each other with sword and spell, finding treasures and magic items and gaining allies on their route. Each player has a character with different skills and powers which they must use to advantage to win the game. The full-colour box contains a full-colour mounted board, full-colour illustrated character pieces, and over 100 illustrated spell and adventure cards.

STOCK#
1007

\$18.00

CALAMITY

This game for 2 to 4 players, invented by Andrew Lloyd Webber, is set in the high-risk world of international insurance. Players gain wealth from the premiums of the policies that they hold, but also may have to pay out if any claims are made against them. Wheeling and dealing, skill and luck all play a part. The full-colour box contains the full-colour, mounted playing board, a high-quality plastic playing piece, a set of policy cards, a pack of movement cards, and the game's money.

STOCK#
1008

\$18.00





GOLDEN HEROES

The Ultimate in Super-Hero role-playing has arrived. The action-packed boxed game includes the following:

- 1) **GOLDEN HEROES PLAYERS BOOK**—the 56 pages provide everything that the players need to know to create and play their Super-Heroes: character creation; Superpower descriptions; combat notes; details of attributes; weaponry; character sheet; and more.
- 2) **GOLDEN HEROES SUPERVISORS BOOK**—the 84 pages provide everything the Supervisor needs to run the game: combat rules; Superpower notes, how to run a campaign; creating Thugs and Supervillains; a ready to play introductory adventure; and more.
- 3) **POLYHEDRAL DICE SET.**

STOCK#
1012

\$13.00

LEGACY OF EAGLES

An exciting scenario for Golden Heroes specially designed for the beginner. Establishes the players as a Super-hero team and provides them with their own secret HQ.

Legacy of Eagles contains a fully illustrated Adventure booklet, 27 Cardboard Characters, 8 full-color File Cards detailing the villains and non-player Superheroes, and two large color Play Sheets of all battle areas (25mm scale).



STOCK#
10132

\$7.00

COMING SOON!

- | | |
|-------------------------------|---|
| GOLDEN HEROES SCENARIOS | Beneath the Shadow of the Stars
In for the Kill |
| GOLDEN HEROES SUPPLEMENT..... | MEGAVILLAINS |
| JUDGE DREDD— | |
| THE ROLE-PLAYING GAME..... | Role-playing in Mega-City One |
| JUDGE DREDD SCENARIO..... | Rough Justice |
| WARHAMMER ROLE PLAYING | A new role-playing game to complement our
miniatures rules <i>Warhammer Battle</i> . |

WARHAMMER



WARHAMMER BATTLE

Warhammer Fantasy Battle Rules enable you to re-create fantastic battle on the table top. Players take command of powerful armies, cunning wizards and mighty heroes in a world where magic works and the nightmare creatures of legend are real.

The box contains three rule books—**Combat**, **Battle Magic** and **Battle Bestiary**; character cards, a playsheet and an introductory scenario—*The Magnificent Sven*.



\$16.00

Four boxed sets, each containing twelve card sheets which the GM can cut into a variety of shapes and use to represent the corridors, rooms, and features of his dungeon. This helps the players to visualise the situations in which their characters find themselves, and regularises movement and combat. The cards are marked with a square grid to 25mm miniature figure scale. The *Dungeon Floor Plans* and figures together create a life-like 3-dimensional representation of the GM's maps and charts. The four sets are:

DUNGEON FLOOR PLANS 1

This, the basic set, contains flagstone flooring for rooms; stone/dirt flooring for corridors; stone/dirt steps which can form straight, curved and spiral stairways; wooden surfaces for floors, furniture, bridges, balconies, and trapdoors; and doors/treasure chests.

STOCK# 2001

\$8.00

DUNGEON FLOOR PLANS 2

This complements Set 1 and adds trees, undergrowth and grass for forming courtyards, gardens and wilderness encounter areas; still and flowing water and whirlpools; room and corridor features including pit and plinth edging for forming various shapes of pits and plinths, platforms, rubble, trapdoors, altars, urns, sundials, statues and more; plus additional sheets of flagstone flooring for rooms.

STOCK# 2002

\$8.00

DUNGEON FLOOR PLANS 3

This complements Sets 1 and 2 and adds rooftops for delineating city/town/village streets, encounter areas, and buildings as well as catering for roof-top escapades; battlements; quaysides; a variety of river and coastal boats; jetties; stockades; rickety bridges; wooden stairways; windows; chimneys; arrow slits; and portcullises.

STOCK# 2006

\$8.00

DUNGEON FLOOR PLANS 4

This complements Sets 1, 2, and 3 and adds cavern flooring; tunnel and cavern walls; natural cavern features; mine rails, junctions, accesses; wagons, wheelbarrows, hand-winchies; and pits.

STOCK# 2007

\$8.00



WILDERNESS HEX SHEETS

A pad of 50 sheets covered with a grid of 6mm hexagons for mapping large areas outside the dungeon, wildernesses or whole continents in a campaign game.

STOCK# 2005

\$5.00

DUNGEON MAPPING SHEETS

A pad of 50 square-gridded sheets on which to design dungeon complexes. The unique double-line system allows for wall thicknesses and ensures that the maps created are compatible with *Dungeon Floor Plans*. The colourful cover is a remarkable demonstration of a mapping sheet in use.

STOCK# 2004

\$4.00



DUNGEON PLANNERS

Each *Dungeon Planner* set contains a complete adventure setting for use with fantasy role-playing games such as *Dungeon and Dragons*®, *Runequest*®, *Warhammer*®, etc. A large coloured plan of the setting is provided for use with 25mm miniature figures. Each set also maps an area together with the local history. The series builds up into a complete fantasy region with an adventure setting in each area. There will be dungeons, tombs, wizards' lairs, villages, towns and more.



SET 1: CAVERNS OF THE DEAD

Royal Tombs, vampires, bandits, the treasure of the legendary Orm—all await you in Set 1.

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SET 2: NIGHTMARE IN BLACKMARSH

The village of Blackmarsh, taverns, the fabled Black Pearl, the dark powers of the Black Marsh are chronicled in Set 2.

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UNARMoured FIGHTER

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MAGIC-USER

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BDD2 DUNGEON MONSTER STARTER SET



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A new concept in role-play models! Each Player Character Pack comprises three versions of the same character, representing the adventurer as a starter character, as an experienced adventurer and, finally, as a fully developed high-level character.



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ADD 54 HOBGOBLINS



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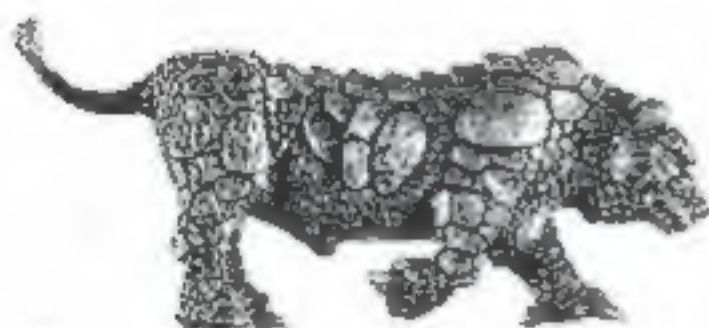


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ADD 93 THE UNDEAD 1

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In 1983, Citadel Miniatures (a division of GAMES WORKSHOP), revolutionized the miniature figures by introducing the Variable Choice System (VCS). The system streamlined over 1,000 individually numbered figures into an easy to remember 40 codes.

Fantasy Tribes proved themselves to be a very successful fantasy range. Converting this idea to the rest of the range meant that, for example, all the wizards were taken from the existing range and formed one new code, CO2: WIZARDS. Similarly, fighters, giants, dwarfs, etc., merged into single stock codes.

The VCS system allows CITADEL MINIATURES to introduce a never ending supply of new and exciting figures (about 60 a month) keeping the range alive and interesting.

The Citadel Compendium has illustrations of the range and a plethora of articles.

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Gnomes, Cave Goblins, Undead Samurai, Villagers and Townfolk, Monsters and much, much more!

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750 DE LUXE FANTASY PUZZLES

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1040 Elric by Chris Achilleos

- * Famous Artists
- * Thick green board pieces

- * Puzzle size 42cm x 60cm
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1042 Alien by Richard Clifton-Dey



1043 Slave Trader by Jim Burns



1044 Standard Bearer by Chris Achilleos

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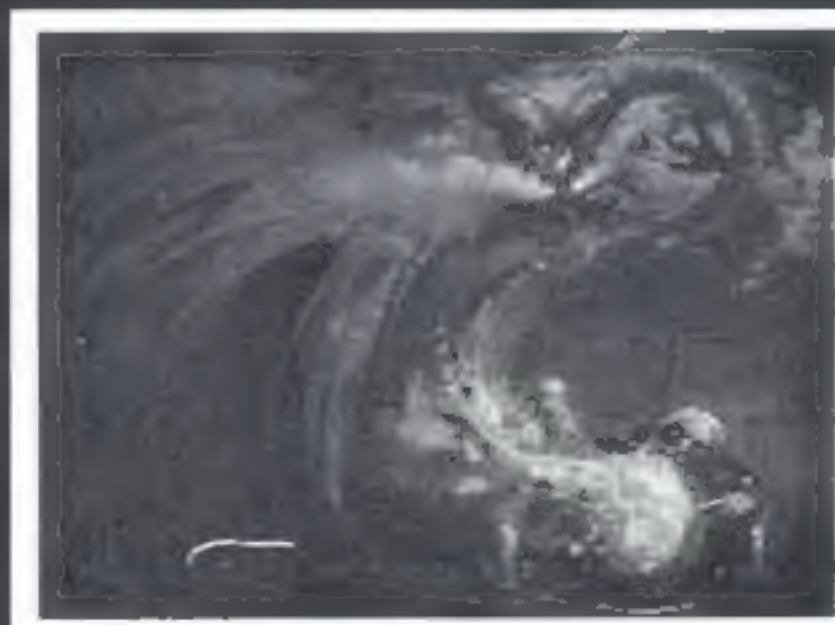
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1022 Forest of Doom by Iain McCaig

- * Fighting Fantasy Artists
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- * Box size 34.3cm x 25.3cm



1021 Warlock of Firetop Mountain by Peter Andrew Jones

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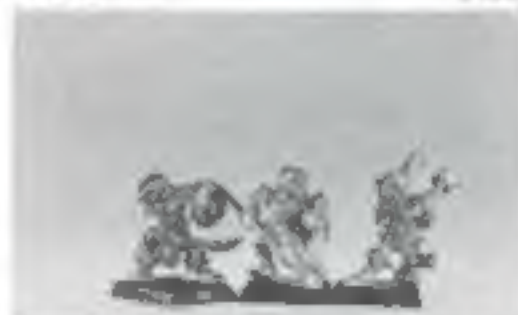
ME23 Rohirrim \$4.50



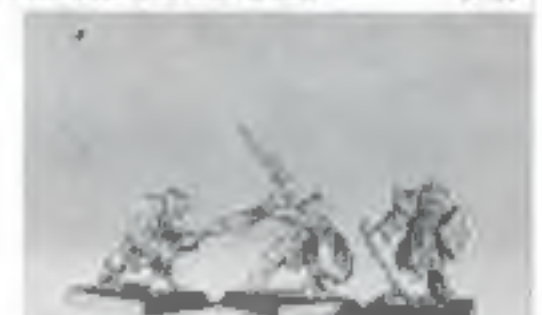
ME25 Beorn, a Man and a Bear \$4.50



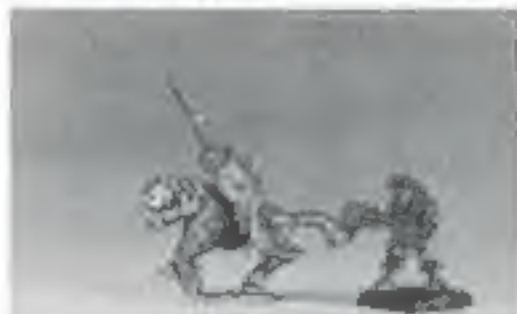
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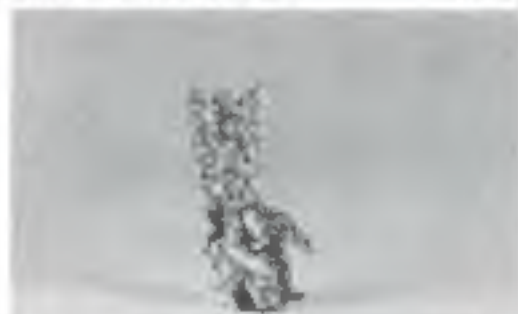
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THE ROLE-PLAYING GAMES MONTHLY

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- ★ Fiend Factory—the creature feature
- ★ Treasure Chest—a magical miscellany
- ★ Microview—computer gaming news
- ★ Scenarios, reviews, letters, miniatures, and information
- ★ And, of course, our own comic characters, Gobbledigook and Thrud the Barbarian.

BEST OF WHITE DWARF ARTICLES

The best articles from the early years of *White Dwarf* concerning fantasy figure painting, Fiend Factory, *Dungeons & Dragons*, *Advanced Dungeons & Dragons*, and *Traveller*, as well as a ready-to-play solitaire fantasy boardgame—*The Barbarian*.

BEST OF WHITE DWARF ARTICLES II

Reprinted from issues 17-29, includes introduction to *D&D*, *Dungeon Architect*, *Backdrop of Stars*, plus lots more.

BEST OF WHITE DWARF SCENARIOS

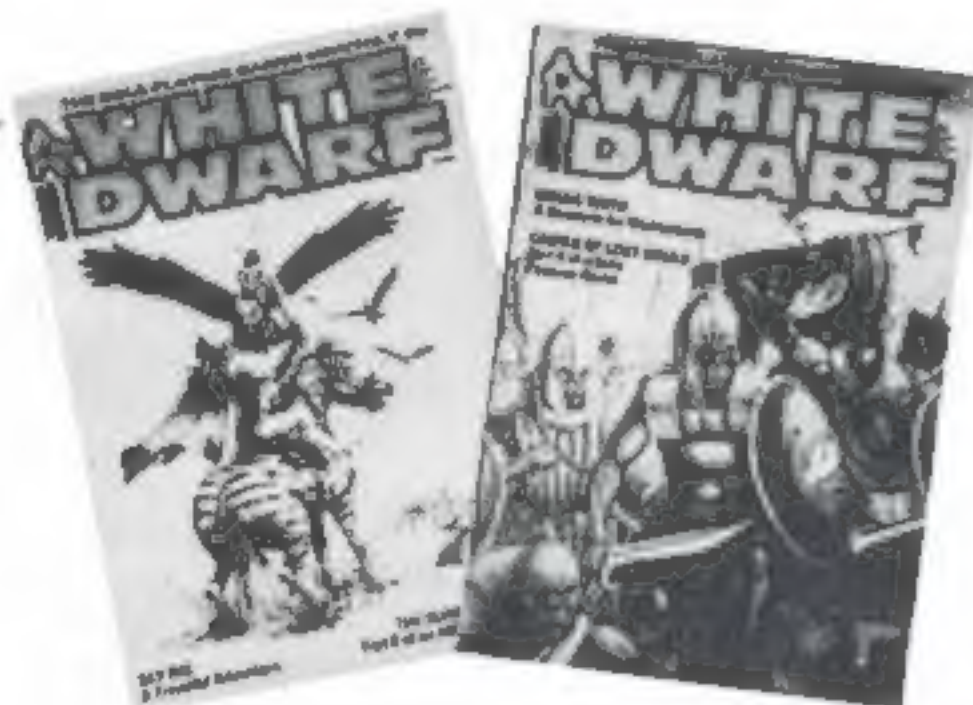
The best scenarios from the years 1977-80 including *Lair of the White Wym* for *RuneQuest* and *The Sable Rose Affair* for *Traveller*. Other scenarios cover *Dungeons & Dragons*, *Gama World* and *Chivalry & Sorcery*.

BEST OF WHITE DWARF SCENARIOS II

Reprinted from issues 17-29, includes scenarios for *D&D* and *Traveller*.

BEST OF WHITE DWARF SCENARIOS III

Includes the complete AD&D city of Trillian from issues 42-47 and scenarios for *Runequest*, *Traveller*, *Cthulhu*, and another for AD&D.



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